SIERRA®

3-D ANIMATED ADVENTURE GAME
REFERENCE CARD
FOR TANDY COLOR COMPUTER 3

WARNING: Multitasking is not recommended with this product. If you wish to run another process while playing the game, start the game with the command: "SIERRA -M". This will allow Multitasking, but there will be no sound during game play.

Sierra's 3-D animated adventures represent a totally new approach to computer gaming -- a third generation in computer adventure. They feature 320 x 192 x 16 colors graphics, with animated characters. The improved parser lets you talk to the computer in whole sentences.

Sierra's new series of adventures are interactive, changing as you explore and solve the puzzles. New facets are revealed as you delve into the game. In fact, because of random events, you can play the game many times over and never play the same game twice.

NOTE: IF THE COLORS ON YOUR SCREEN DON'T LOOK NATURAL:
The game uses the color palette of the monitor type that is active when the game is started. The default monitor type is TV (composite) when the system is booted from the original game disk. If you have an RGB monitor, you may force the game into RGB mode by starting the game with the command: "SIERRA -r". The Ctrl-V key combination will toggle the video mode between TV and RGB mode in the game if it was started in the wrong mode.

GETTING STARTED: FLOPPY DRIVE(S)
Note: If you will be playing from floppy disks (not hard disk), before starting to play you should format one or more save game disks and make backup copies of your program masters.

FORMATTING A SAVE GAME DISK
1. Boot the system from disk 1, side 1.
2. Type DOS. If you do not have a color computer with Disk Extended Color BASIC version 1.1 or greater, see the Appendix to boot OS9.
3. At the OS9: prompt, type "format /d0 (if you have more than one drive, you may replace /d0 with the device name of the drive you wish to use) and press ENTER. At the ready? prompt, insert the blank disk you want to use as your save game disk into the drive indicated and press Y. At the disk name prompt, enter the name you want to assign the newly formatted disk and press ENTER.
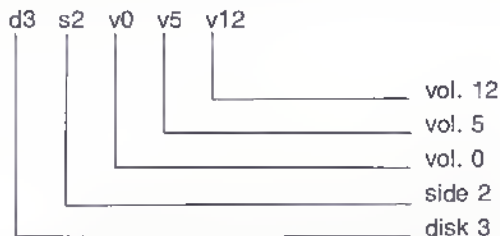
BACKING UP YOUR PROGRAM MASTERS

1. Format a disk using OS-9 (described above).
2. At the OS9: prompt, type "backup /d0 #48k" and press ENTER (on multiple drive systems you may include a second device name for the destination drive you wish to use).
3. Follow the prompts for inserting source (original) and destination (formatted) disks. When copying from one drive to a second drive, there will be no prompting for disks.
4. Repeat procedure to copy all program masters. Be sure to copy both sides of each program master disk. You will need a formatted disk for each side of a program master disk.

LOADING INSTRUCTIONS (from floppy disk)

1. Boot the system from backup disk 1, side 1.
2. Type DOS. If you do not have a color computer with Disk Extended Color BASIC version 1.1 or greater, see the Appendix to boot OS9.
3. At the Time? prompt, enter the current date and time.
4. At the OS9: prompt type "SIERRA" and press ENTER.
5. To bypass the opening sequence, press any key.

GETTING STARTED: HARD DISK AND DOUBLE-SIDED FLOPPY DISK(S)

1. Make backup copies of all program master disks (see directions elsewhere in this document).
2. Copy the files, Sierra, MnLn, Scrn and Shdw, from the CMDS directory of disk 1, side 1 to the execution directory of your disk. Hard disk owners should create separate data and execution subdirectories, for each Sierra 3-D adventure.
3. Print the tOC. txt file from disk 1, side 1 on a printer, or list it on the screen, and copy it by hand. Save the list for use in step #6. Each line represents one side of a program disk and the volumes contained thereon. For example, disk 3 side 2 might appear as:

```
d3   s2   v0   v5   v12
 |    |    |    |    |_____ vol. 12
 |    |    |    |_____ vol. 5
 |    |    |_____ vol. 0
 |    |_____ side 2
 |_____ disk 3
```

4. Copy the following files from the root directory of disk 1, side 1 to your disk: logDir, picDir, sndDir, viewDir, and words.tok (must be the first disk for floppy disk users).
5. The file "object" must be present on all disks. Copy this file from any one of the program disks to your disk(s).

6. Copy all the "vol.#" files from each program disk to the new disk(s). Be certain that the files from each entry line in the tOC. txt file are on the same disk, a group CANNOT be split between two disks. Record the number of the disk onto which each group is copied. Remember to copy the files on side 2 of each program disk. Some files, such as vol. 0, are on more than one program disk. Only copy these files once to your hard disk (once to each disk for floppy disk users).

7. Load the tOC. txt file from disk 1, side 1 into a text editor (such as the OS-9 Macro Text Editor) or use the OS-9 BUILD command. Edit the tOC. txt file lines so the disk numbers match the numbers recorded in step #6. The side number for each line will be one (1). For hard disk users the disk number will always be one (1).

8. Create a new tOC file using the TOCGen utility from the CMDS directory on disk 1. At the OS9: prompt, type "TOCGen tOC. txt". Copy the new tOC file to your disk (must be the first disk for floppy disk users).

9. In the MODULES directory on disk 1 side 1, there are three modules: CLOCK, AGIVIRODr and VI. These modules must be in the OS9Boot file for the game to function correctly. Please refer to the OS9GEN command in the OS-9 Commands Reference section of the OS-9 Level-2 manual to create a new boot file.

10. It is recommended that you enter the current date and time information before starting the game (see SETIME in the OS-9 manual).

11. At the OS9: prompt, type "SIERRA" and press ENTER.

12. To bypass the opening sequence, press any key.

COMMANDS FOR YOUR HERO

A joystick or the cursor keys in conjunction with the SHIFT and CTRL keys on your keyboard moves the main character, north, south, east, west or diagonally (see below).

During the game you may change control modes by stopping the main character (by pressing the last direction key again), then resuming either joystick or keyboard control. (If you've never used the joystick before in the game, press CTRL-A to activate it.)

Talk to your computer in commands of one or two words, or even simple sentences. Unless otherwise instructed, follow all commands with the ENTER key.

You may meet others who have messages for you. Command them to speak. Type:

TALK TO THE GNOME

You may later need objects you see along the way. Type:

GET THE KEY

Pay attention to details. To see an object closely, type:

LOOK AT THE PANEL

Use the objects you find along the way. Type:

GIVE THE BASKET TO THE GIRL

To fully savor a scene you enjoy watching or negotiate a narrow path, you can slow down the animation. Speed up the animation to make the main character walk faster. To change the speed, type "slow" or "fast" and press ENTER. To return to the original speed, type "normal" and press ENTER.

Numeric and control keys shortcut these common commands:

1	Help: shows list of control keys (including some specific to your game which may not be mentioned here)
2	Toggle sound on/off
3	Echo (repeat) previous command
4	Look at object in Inventory
5	Save game
7	Restore game
9	Restart game
CTRL-A	Reset joystick
CTRL-C	Cancel line
CTRL-V	Toggle RGB/TV video mode
CTRL-BREAK	Activate menus
ALT-Z	Quit game
RIGHT ARROW*	Inventory

*Any references to the TAB key in documentation should be substituted with the Right Arrow key (Coco version).

SAVING AND RESTORING

To allow for errors in judgment, and also for some pretty creative exploration, we make it possible for you to save and restore the game. Before you try something that looks dangerous, or just because you've been playing awhile and you don't want to lose what progress you've made through some chance encounter, save your game.

If you're playing from floppy disks, you must already have formatted a save game disk before you can save a game.

SAVING A GAME
Type "save game" and press ENTER to save your current game location. This can be done at any time during your game. (You can also press 5.)

SINGLE DISK DRIVE USERS
When you receive the prompt asking for the pathlist to your save game directory, press ENTER and follow the prompts. You will be asked to substitute your game disk for a formatted disk on which your game location may be saved. Make sure you FORMAT a blank disk before you begin play.

MULTIPLE DISK DRIVE USERS
When you receive the prompt asking for the pathlist to your save game directory, edit the suggested pathlist to a second disk drive. This will cause your game location to be saved onto the disk in the second disk drive. Make sure you FORMAT a blank disk and put it Into the second drive before you begin.

HARD DISK USERS
You need only to press ENTER when prompted about the pathlist to your save game directory. If you want to save more than 12 games, create additional save game directories. Consult your OS-9 manual to make new directories on your hard disk.

IN GENERAL
Although your game position is stored on disk as a normal OS-9 file, we do not require you to follow OS-9 file naming conventions in identifying your saved game position. If you are standing before a tree when you save a game, call your saved game "STANDING BEFORE A TREE" or whatever has meaning to you. You are permitted to save up to 12 different game locations per disk or directory.

If you "run out" of saved game positions (you want to save more than 12 games), just use a different "saved game disk," or reuse one of the 12 positions you've already saved. To change the name of a stored game, just enter CTRL-C and type a new name.

RESTORING A GAME
Type "restore game" and press ENTER to restore a previously saved game. (You can also press 7.)

You will be asked where you saved the game. To accept the default pathlist, press ENTER. Otherwise, clear the line with CTRL-C, type the pathlist for the save game directory (example: /d1), and press ENTER. Now select the game you wish to restore by moving the pointer and pressing ENTER.

MENUS
All the functions mentioned previously and more are available through the menus that can be activated by pressing CTRL-BREAK or the joystick button. Simply move through the menus until the function you want is highlighted, then press ENTER or the joystick button to perform the function. Movement through the menus is accomplished with the arrow keys or joystick.

APPENDIX

If you don't have a Color Computer with Disk Extended Color BASIC, version 1.1 or later, or if you don't have the OS-9 System, you can type in the following program and use it to start your game.

Turn on your computer and, using a formatted diskette other than your game disk, enter the following program.

```
10 REM ******
20 REM * BOOT OS-9 FROM BASIC
30 REM ******
40 FOR I=0 TO 70
50 READ A$
60 POKE &H5000+I, VAL("&H"+A$)
70 NEXT I
80 CLS: PRINT "INSERT DISK 1 SIDE 1"
90 PRINT "INTO DRIVE 0 and PRESS A KEY"
100 A$=INKEY$:IF A$="" THEN 100
110 EXEC &H5000
120 DATA 86,22,8E,26,00,8D,0D
130 DATA FC,26,00,10,83,4F,53
140 DATA 26,03,7E,26,02,39,34
150 DATA 20,10,BE,C0,06,A7,22
160 DATA 86,02,A7,A4,6F,21,6F
170 DATA 23,6C,23,AF,24,10,BE
180 DATA C0,06,A6,23,81,13,27
190 DATA 12,AD,9F,C0,04,4D,27
200 DATA 06,6C,23,6C,24,20,E9
210 DATA 7F,FF,40,35,A0,4F,20
220 DATA F8
```